Mandragora

"Careful gettin' them mandrake roots so close to te swamp, tha' ole hag be putting a hex on most stuff 'round here. Ye dinnae want te be pulling up no of tha' screamin' stuff tainted by te bog water."
- Ole Murphy, Fisherman.

These gnarled and twisted mandrake roots resemble a deformed homunculus. They have limbs that can be compared to arms and legs, and what some might describe as a face. Whilst some would describe the mandragora as having a mouth, the only noises it can muster are low gurgles and high pitched shrieks. Clodden earth hangs from the mandragora's tough bark and its roots appear to be withering.

Bogged Down. Mandragora is a twisted variant of a mandrake root. Tainted by a bog hag's swamp, the mandragora lives solely to destroy. The mandragora monopolises nutrients and resources from the soil, causing other plants in the area to wilt and die, though most assume this is a result of the hag's influence.

Once fully grown the mandragora uproots itself and seeks out living creatures to attack and consume. Mandragora only live for a few days unless they are able to plant their roots in a slain creature and absorb nutrients directly. A mandragora can survive for months from a single kill, but will always abandon the corpse if it has a chance to kill something else.

Mandragora

Small plant, neutral evil

Armor Class 13 (natural armour)
Hit Points 49 (11d6 + 11)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+1)	13 (+1)	3 (-4)	11 (+0)	1 (-5)

Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

False Appearance. While the mandragora remains motionless, it is indistinguishable from a mandrake root.

Gnarled Roots. While it is grappling a creature, the mandragora takes only half the damage dealt to it by spells, and the creatures grappled by the mandragora take the other half.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Roots. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (DC 13) and restrained until the grapple ends. The mandragora can grapple two creatures at a time. If the target is already grappled by the mandragora, the target takes an extra 7 (2d6) bludgeoning damage.

Shriek (Recharge 6). The mandragora releases a high pitched shriek. This shriek has no effect on constructs and undead. All other creatures within 30 feet of the mandragora that can hear it must make a DC 13 Constitution saving throw. A creature takes 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more, the target is also deafened permanently.

Hexed Homunculi. Much like a mandrake root, a mandragora can be the focus of a homunculus ritual. The resulting homunculus will undoubtably be evil, although its creator might not be. Such a homunculus will always err on the side of cruelty when executing its masters orders, or pervert its interpretation to do evil acts.

Whilst a regular homunculus may require small portions of food and water, a mandragora homunculus is sustained by blood. This blood can come from willing donations from its master in which case it needs very little, or it can be taken from other creatures by donation or force, in these cases it requires quite a large amount of blood.

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